The revolutionary addition to the *FIFA* video game series hit the market this past September 30 2011. *FIFA 12* requires skill, luck, and God given talent to beat your adversaries in an 11v11 virtual soccer match. The game represents the real game of soccer better than any others, including its prequels.

Like the *FIFA* versions before it, players are allowed to play their favorite soccer clubs and international teams around the world with regularly updated rosters that enhance an already realistic experience.

While most of the basic controls remain the same as its prequels, veteran players have noticed minor changes that affect the game.

“The only thing that has become a challenge for me is the defending,” said Junior Michael Parra, “you can’t just hold down one button and let the game make tackles for you anymore.”

The developers for the *FIFA* franchise have added some unique new features that have made this game unlike anything before it.

The biggest addition is the brand new physics engine in development for the past two years. It lets players experience a natural outcome for every play on the ball. Players can feel the push and pull during the fight for possession and recover from light challenges more easily, preserving their natural momentum.

A new impact engine monitors the contact of the virtual players in real-time to improve the analysis on the force collisions. This helps determine the impact on the body to detect real injuries.

Also the opposing computer players have been infused with self-awareness and aptitude, enabling them to make decisions based on their own skills as well as the strengths and attributes of their teammates. A team’s skill will in turn vary based on the strengths of their players, and the weaknesses of opposing players, which creates a more authentic experience and greater variety of matches.

Even though the game is more challenging for all players, it has received nothing but positive feedback from students.

“I’ve been playing *FIFA* for a long time and have bought the franchise’s past three games including *FIFA 12*,” said Senior Joe Efenecy, “the game does not disappoint, the producers have made the realism factor is biggest asset to this game.”

*FIFA 12* sold over three million copies in the first weekend and has received unanimously positive reactions from the student body.